

### **Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application:

#### **Listing of Claims:**

Claim 1 (original): A gaming device comprising:  
a plurality of value sets;  
a plurality of values in each of said value sets;  
a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;  
at least one outcome associated with each value set;  
at least one termination event;  
a display device; and  
a processor operable with said display device to:

- (a) display the value sets;
- (b) cause an input to be made;
- (c) generate one of said outcomes or said termination event based on said input;
- (d) if one of said outcomes is generated, designate a next value in the value order of the value set associated with said generated outcome;
- (e) repeat steps (b) to (d) until said termination event is generated;
- (f) determine an award by applying a mathematical formula to said designated values; and
- (g) provide a player with the determined award.

Claim 2 (original): The gaming device of Claim 1, wherein at least two of the same value sets are associated with at least one generated outcome, and the processor is operable to designate at least two of the next values in said value order of said value sets when said outcome is generated.

Claim 3 (original): The gaming device of Claim 1, wherein at least two different value sets are associated with at least one generated outcome, and the processor is operable to designate a next value in each value order of each said value set when said outcome is generated.

Claim 4 (original): The gaming device of Claim 1, wherein the mathematical formula is selected from the group consisting of: a sum of at least one of the designated values in said plurality of value sets, a sum of the designated values in one value set and the designated values in another value set, a subtraction of the designated values in one value set from the designated values in another value set, a multiplication of the designated values in one value set by the designated values in another value set, and a division of the designated values in one value set by the designated values in another value set.

Claim 5 (original): The gaming device of Claim 1, wherein the display device includes an indicator which indicates the value orders of the value sets to the player.

Claim 6 (original): The gaming device of Claim 1, wherein the display device is adapted to display said mathematical formula.

Claim 7 (original): The gaming device of Claim 1, wherein said termination event is generated when a predetermined number of values are designated.

Claim 8 (original): The gaming device of Claim 1, wherein the termination event is generated when all of the values in one of the value sets are designated.

Claim 9 (original): The gaming device of Claim 1, wherein said mathematical formula is associated with the generated termination event.

Claim 10 (original): The gaming device of Claim 1, which includes a plurality of termination events wherein a mathematical formula is associated with each termination event and said mathematical formula used by the processor is the mathematical formula associated with the generated termination event.

Claim 11 (original): The gaming device of Claim 1, wherein at least one of said termination events is associated with at least one player input, wherein if said termination event is generated, the player is enabled to make at least one additional input before said award is determined.

Claim 12 (original): The gaming device of Claim 1, wherein the processor is operable to enable the player to select one of said value sets and modify said plurality of values in said selected value set.

Claim 13 (original): The gaming device of Claim 1, wherein said values in at least one of said value sets are in a non-incremental value order.

Claim 14 (original): The gaming device of Claim 1, wherein said values in at least one of the value orders are designated in an incremental order.

Claim 15 (original): The gaming device of Claim 1, wherein said values in at least one of said value sets are in a randomly determined value order.

Claim 16 (original): The gaming device of Claim 1, wherein said values in each of the value orders are designated in an incremental order.

Claim 17 (original): The gaming device of Claim 1, wherein the processor applies said mathematical formula to said designated values selected from the group consisting of: the highest designated value, the lowest designated value, the average of the designated values, the last designated value, a predetermined designated value, and a randomly determined designated value, in the value orders included within the value sets.

Claim 18 (original): The gaming device of Claim 1, wherein the processor is operable to enable the player to make said input.

Claim 19 (original): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of value sets;
- a plurality of values in each of said value sets;
- a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;
- at least one outcome associated with each value set;
- at least one termination event; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event:
  - (a) the value sets are displayed;
  - (b) an input is caused to be made;
  - (c) one of said outcomes or said termination event is generated based on said input;
  - (d) if one of said outcomes is generated, a next value in the value order of the value set associated with said generated outcome is designated;
  - (e) steps (b) to (d) are repeated until said termination event is generated;
  - (f) an award is determined by applying a mathematical formula to said designated values; and
  - (g) the player is provided with the determined award.

Claim 20 (original): The gaming device of Claim 19, wherein at least two of the same value sets are associated with at least one generated outcome, and at least two of the next values in said value order of said value set are designated when said outcome is generated.

Claim 21 (original): The gaming device of Claim 19, wherein at least two different value sets are associated with at least one generated outcome, and a next value in each value order of each said value set is designated when said outcome is generated.

Claim 22 (original): The gaming device of Claim 19, wherein the value sets are indicated to the player.

Claim 23 (original): The gaming device of Claim 19, wherein said mathematical formula is displayed to the player.

Claim 24 (original): The gaming device of Claim 19, wherein the player is enabled to make said input.

Claim 25 (original): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of value sets;
- a plurality of values in each value set;
- a value order associated with each value set, the value order defining a first value and a last value in each value set;
- a plurality of selectable symbols;
- at least one outcome associated with each value set; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event (a) said value sets are displayed to the player; (b) a plurality of said selectable symbols are selected; (c) an outcome based on each selected symbol is generated; (d) a next value in the value order of the value set associated with each said generated outcome is designated; (e) a mathematical formula is applied to the designated values to determine an award; and (f) the player is provided with the award after a termination event occurs.

Claim 26 (original): The gaming device of Claim 25, wherein the player is enabled to select a plurality of said selectable symbols.

Claim 27 (currently amended): The gaming device of Claim 25, wherein at least two of the same value sets are associated with at least one of the selectable symbols, and at least two of the next values in said value order of said value set are designated when said outcome is generated.

Claim 28 (currently amended): The gaming device of Claim 25, wherein at least two different value sets are associated with at least one of the selectable symbols, and a next value in each value order of each said value set is designated when said outcome is generated.

Claim 29 (original): The gaming device of Claim 25, wherein the value orders of the value sets are indicated to the player.

Claim 30 (currently amended): The gaming device of Claim 25, wherein one of said selectionsable symbols may be selected more than once.

Claim 31 (original): A gaming device comprising:  
a plurality of value sets;  
a plurality of values in each of said value sets;  
a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;  
at least one outcome associated with each value set;  
at least one termination event;  
a display device; and  
a processor operable with said display device to:

- (a) display the value sets;
- (b) cause an input to be made;
- (c) generate one of said outcomes or said termination event based on said input;
- (d) if one of said outcomes is generated, designate a next value in the value order of the value set associated with said generated outcome;
- (e) repeat steps (b) to (d) until said termination event is generated;
- (f) determine an award based on said designated values; and
- (g) provide a player with the determined award.

Claim 32 (original): The gaming device of Claim 31, wherein the processor is operable to enable the player to make said input.



Claim 33 (original): A gaming device comprising:

- a plurality of value sets;
- a plurality of values in each of said value sets, wherein said values in each of said value sets are arranged in a predetermined order;
- a plurality of outcomes, wherein each of said outcomes is associated with one of said value sets;
- at least one termination event;
- a plurality of selections, wherein each of said selections is associated with one of said outcomes or one of said termination events;
- a display device; and
- a processor operable with said display device to:
  - (a) display said plurality of value sets;
  - (b) cause one of said selections to be picked;
  - (c) reveal said outcome or said termination event associated with said picked selection;
  - (d) if said outcome is revealed, indicate a next ordered value of the value set associated with said revealed outcome;
  - (e) repeat steps (b) to (d) until said termination event is revealed;
  - (f) determine an award by applying a mathematical formula to said indicated values; and
  - (g) provide a player said determined award.

Claim 34 (original): The gaming device of Claim 33, wherein the processor is operable to enable the player to pick one of said selections.

Claim 35 (original): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of value sets;
- a plurality of values in each of said value sets, wherein said values in each of said value sets are arranged in a predetermined order;
- a plurality of outcomes, wherein each of said outcomes is associated with one of said value sets;
- at least one termination event;
- a plurality of selections, wherein each of said selections is associated with one of said outcomes or one of said termination events; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event:
  - (a) said plurality of value sets are displayed;
  - (b) one of said selections is picked;
  - (c) said outcome or said termination event associated with said picked selection is revealed;
  - (d) if said outcome is revealed, a next ordered value of the value set associated with said revealed outcome is indicated;
  - (e) steps (b) to (d) are repeated until said termination event is revealed;
  - (f) an award is determined by applying a mathematical formula to said indicated values; and
  - (g) the player is provided said determined award.

Claim 36 (original): The gaming device of Claim 35, wherein the player is enabled to pick one of said selections.

Claim 37 (original): A gaming device comprising:

- a plurality of value sets;
- a plurality of values in each of said value sets;
- a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;
- at least one outcome associated with each value set, wherein at least one of said outcomes is a multiple value outcome;
- at least one termination event;
- a display device; and
- a processor operable with said display device to:
  - (a) display the value sets;
  - (b) cause an input to be made;
  - (c) generate one of said outcomes or said termination event based on said input;
  - (d) if one of said outcomes is generated, indicate a next value in the value order of the value set associated with said generated outcome, wherein if said multiple value outcome is generated, indicate at least two of the next values in the value order of the value set associated with said generated multiple value outcome;
  - (e) repeat steps (b) to (d) until said termination event is generated;
  - (f) determine an award by applying a mathematical formula to said indicated values; and
  - (g) provide a player with the determined award.

Claim 38 (original): The gaming device of Claim 37, wherein the processor is operable to enable the player to make said input.

Claim 39 (original): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of value sets;
- a plurality of values in each of said value sets;
- a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;
- at least one outcome associated with each value set, wherein at least one of said outcomes is a multiple value outcome;
- at least one termination event; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event:
  - (a) the value sets are displayed;
  - (b) an input is made;
  - (c) one of said outcomes or said termination event is generated based on said input;
  - (d) if one of said outcomes is generated, a next value in the value order of the value set associated with said generated outcome is indicated, wherein if said multiple value outcome is generated, at least two of the next values in the value order of the value set associated with said generated multiple value outcome are indicated;
  - (e) steps (b) to (d) are repeated until said termination event is generated;
  - (f) an award is determined by applying a mathematical formula to said indicated values; and
  - (g) the player is provided with the determined award.

Claim 40 (original): The gaming device of Claim 39, wherein the player is enabled to make said input.

Claim 41 (original): A gaming device comprising:  
a plurality of value sets;  
a plurality of values in each of said value sets;  
a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;  
at least one outcome associated with each value set;  
a plurality of termination events, wherein each of said termination events is associated with one of a plurality of mathematical formulas;  
a display device; and  
a processor operable with said display device to:

- (a) display the value sets;
- (b) cause an input to be made;
- (c) generate one of said outcomes or said termination event based on said input;
- (d) if one of said outcomes is generated, designate a next value in the value order of the value set associated with said generated outcome;
- (e) repeat steps (b) to (d) until said termination event is generated;
- (f) determine an award by applying the mathematical formula associated with said generated termination event to said designated values; and
- (g) provide a player with the determined award.

Claim 42 (original): The gaming device of Claim 41, wherein each of said termination events is randomly associated with one of said mathematical formulas.

Claim 43 (original): The gaming device of Claim 41, wherein said processor is operable to enable the player to make said input.

Claim 44 (currently amended): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of value sets;
- a plurality of values in each of said value sets;
- a value order associated with each value set, wherein the value order defines a first value and a last value in each value set;
- at least one outcome associated with each value set;
- a plurality of termination events, wherein each of said termination events is associated with one of a plurality of mathematical formulas; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event:
  - (a) the value sets are displayed;
  - (b) an input is made;
  - (c) one of said outcomes or said termination event is generated based on said input;
  - (d) if one of said outcomes is generated, a next value in the value order of the value set associated with said generated outcome is indicated;
  - (e) steps (b) to (d) are repeated until said termination event is generated;
  - (f) an award is determined by applying the mathematical formula associated with said generated termination event to said ~~designated~~indicated values; and
  - (g) the player is provided with the determined award.

Claim 45 (original): The gaming device of Claim 44, wherein the player is enabled to make said input.

Claim 46 (currently amended): A gaming device comprising:

- a plurality of outcomes;
- a plurality of termination events, wherein each of said termination events is associated with one of a plurality of different mathematical formulas;
- a plurality of selections, wherein each of said selections is associated with one of said outcomes or one of said termination events;
- a display device; and
- a processor operable with said display device to:
  - (a) cause one of said selections to be picked;
  - (b) reveal said outcome or said termination event associated with said picked selection;
  - (c) repeat steps (a) to (b) until said termination event is revealed;
  - (d) determine an award by applying the mathematical formula associated with said revealed termination event; and
  - (e) provide a player said determined award.

Claim 47 (original): The gaming device of Claim 46, wherein said processor is operable to enable said selections to be picked by the player.

Claim 48 (currently amended): A gaming device controlled by a processor, said gaming device comprising:

- a primary game operable upon a wager by a player;

- a plurality of outcomes;

- a plurality of termination events, wherein each of said termination events is associated with one of a plurality of different mathematical formulas;

- a plurality of selections, wherein each of said selections is associated with one of said outcomes or one of said termination events;

- a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event:

- (a) one of said selections is caused to be picked;

- (b) said outcome or said termination event associated with said picked selection is revealed;

- (c) steps (a) to (b) are repeated until said termination event is revealed;

- (d) an award is determined by applying the mathematical formula associated with said revealed termination event; and

- (e) the player is provided said determined award.

Claim 49 (original): The gaming device of Claim 48, wherein the player is enabled to pick one of said selections.



Claim 50 (original): A gaming device comprising:  
a plurality of values;  
a first value set including a plurality of said values;  
a second value set including at least one of said values;  
at least one outcome associated with each value set;  
at least one termination event;  
a display device; and  
a processor operable with said display device to:

- (a) display the value sets;
- (b) cause an input to be made;
- (c) generate one of said outcomes or said termination event based on  
said input;
- (d) if one of said outcomes is generated, designate a value of the value  
set associated with said generated outcome;
- (e) repeat steps (b) to (d) until said termination event is generated;
- (f) determine an award by applying a mathematical formula to said  
designated values; and
- (g) provide a player with the determined award.

Claim 51 (original): The gaming device of Claim 50, wherein said processor is  
operable to enable the player to make said input.

Claim 52 (original): A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of values sets, wherein each value set includes a plurality of values, each value set is associated with a value order that defines a first value and a last value and each value set is associated with at least one outcome;

- (b) causing an input to be made;

- (c) generating one of said outcomes or a termination event based on said input;

- (d) if one of said outcomes is generated, designating a next value in the value order of the value set associated with said generated outcome;

- (e) repeating steps (b) to (d) until said termination event is generated;

- (f) determining an award by applying a mathematical formula to said designated values; and

- (g) providing a player with the determined award.

Claim 53 (original): The method of Claim 52, wherein the player is enabled to make said input.

Claim 54 (original): The method of Claim 52, wherein said steps are provided to the player through a data network.

Claim 55 (original): The method of Claim 54, wherein the data network is an internet.

Claim 56 (currently amended): A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of selectable symbols;
- (b) displaying a plurality of values sets, wherein each value set includes a plurality of values and each value set is associated with a value order that defines a first value and a last value;
- (c) selecting a plurality of said selectable symbols;
- (d) generating an outcome based on each selected symbol;
- (e) designating a next value in the value order of the value set associated with each of said generated outcomes;
- (f) applying a mathematical formula to the designated values to determine an award when a termination event occurs; and
- (g) providing ~~the~~a player with the determined award.

Claim 57 (currently amended): The method of Claim 56, wherein the player is enabled to select asaid plurality of said selectable symbols.

Claim 58 (original): The method of Claim 56, wherein said steps are provided to the player through a data network.

Claim 59 (original): The method of Claim 58, wherein the data network is an internet.

Claim 60 (original): A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of selections wherein each of said selections is associated with one of a plurality of outcomes or a termination event;
- (b) displaying a plurality of value sets, wherein each value set includes a plurality of values that are arranged in a predetermined order;
- (c) causing one of said selections to be picked;
- (d) revealing said outcome or said termination event associated with said picked selection;
- (e) if said outcome is revealed, indicating a next ordered value of the value set associated with said revealed outcome;
- (f) repeating steps (c) to (e) until said termination event is revealed;
- (g) determining an award by applying a mathematical formula to said indicated values; and
- (h) providing a player said determined award.

Claim 61 (original): The method of Claim 60, wherein the player is enabled to pick one of said selections.

Claim 62 (original): The method of Claim 60, wherein said steps are provided to the player through a data network.

Claim 63 (original): The method of Claim 62, wherein the data network is an internet.

Claim 64 (currently amended): A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of values sets, wherein each value set includes a plurality of values, each value set is associated with a value order that defines a first value and a last value, each value set is associated with at least one outcome and at least one of said outcomes is a multiple value outcome;

- (b) causing an input to be made;

- (c) generating one of said outcomes or a termination event based on said input;

- (d) if one of said outcomes is generated, indicating a next value in the value order of the value set associated with said generated outcome, wherein if said multiple value outcome is generated, indicating at least two of the next values in the value order of the value set associated with said generated multiple value outcome;

- (e) repeating steps (b) to (d) until said termination event is generated;

- (f) determining an award by applying a mathematical formula to said indicated values; and

- (g) providing a player with the determined award.

Claim 65 (original): The method of Claim 64, wherein the player is enabled to make said input.

Claim 66 (original): The method of Claim 64, wherein said steps are provided to the player through a data network.

Claim 67 (original): The method of Claim 66, wherein the data network is an internet.

Claim 68 (currently amended): A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of values sets, wherein each value set includes a plurality of values, each value set is associated with a value order that defines a first value and a last value and each value set is associated with at least one outcome;

(b) causing an input to be made;

(c) generating one of said outcomes or one of a plurality of termination events based on said input, wherein each of said termination events is associated with one of a plurality of mathematical formulas;

(d) if one of said outcomes is generated, indicating a next value in the value order of the value set associated with said generated outcome;

(e) repeating steps (b) to (d) until said termination event is generated;

(f) determining an award by applying the mathematical formula associated with said generated termination event to said indicated values; and

(g) providing a player with the determined award.

Claim 69 (original): The method of Claim 68, wherein the player is enabled to make said input.

Claim 70 (original): The method of Claim 68, wherein said steps are provided to the player through a data network.

Claim 71 (original): The method of Claim 70, wherein the data network is an internet.

Claim 72 (currently amended): A method of operating a gaming device, said method comprising the steps of:

(a) causing one of a plurality of selections to be picked, wherein each of said selections is associated with one of a plurality of outcomes or one of a plurality of termination events, wherein each of said termination events is associated with one of a plurality of different mathematical formulas;

(b) revealing said outcome or said termination event associated with said picked selection;

(c) repeating steps (a) to (b) until said termination event is revealed;

(d) determining an award by applying the mathematical formula associated with said revealed termination event; and

(e) providing a player said determined award.

Claim 73 (original): The method of Claim 72, wherein said selections are picked by the player.

Claim 74 (original): The method of Claim 72, wherein said steps are provided to the player through a data network.

Claim 75 (original): The method of Claim 74, wherein the data network is an internet.

Claim 76 (original): A method of operating a gaming device, said method comprising the steps of:

(a) displaying a first value set and a second value set, wherein said first value set includes a plurality of values, said second value set includes at least one value and each value set is associated with at least one outcome;

(b) causing an input to be made

(c) generating one of said outcomes or a termination event based on said input;

(d) if one of said outcomes is generated, designating a value of the value set associated with said generated outcome;

(e) repeating steps (b) to (d) until said termination event is generated;

(f) determining an award by applying a mathematical formula to said designated values; and

(g) providing a player with the determined award.

Claim 77 (original): The method of Claim 76, wherein the player is enabled to make said input.

Claim 78 (original): The method of Claim 76, wherein said steps are provided to the player through a data network.

Claim 79 (original): The method of Claim 78, wherein the data network is an internet.

Claim 80 (new): The gaming device of Claim 46, wherein the plurality of different mathematical formulas are predetermined.

Claim 81 (new): The gaming device of Claim 46, wherein the plurality of different mathematical formulas are randomly determined.



Claim 82 (new): The gaming device of Claim 48, wherein the plurality of different mathematical formulas are predetermined.

Claim 83 (new): The gaming device of Claim 48, wherein the plurality of different mathematical formulas are randomly determined.

Claim 84 (new): The method of Claim 72, wherein the plurality of different mathematical formulas are predetermined.

Claim 85 (new): The method of Claim 72, wherein the plurality of different mathematical formulas are randomly determined.